MONOPOLY TYCOON

PC Instruction Manual

cover

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FIRST THINGS FIRST

Before you can install the **MONOPOLY TYCOON** CD-ROM game, make sure your computer at least meets the minimum system requirements.

Minimum System Requirements

Operating System:	Windows® 95/98/Me
Processor:	Pentium® 233 MHz or higher
Memory:	64 MB RAM
Hard Disk Space:	90 MB Free
CD-ROM Drive:	4X Speed
Video:	8 MB Windows® 95/98/Me-compatible video card*
Sound:	Windows® 95/98/Me-compatible sound card*
DirectX®:	DirectX® 8.0 version (included) or higher

Recommended System Requirements

Operating System:	Windows® 95/98/Me
Processor:	Pentium® II 266 MHz or higher
Memory:	64 MB RAM
Hard Disk Space:	200 MB Free
CD-ROM Drive:	8X Speed
Video:	16 MB Direct3D-compatible video card*
Sound:	Windows® 95/98/Me-compatible sound card*
DirectX®:	DirectX® version 8.0 (included) or higher

Indicates device should be compatible with DirectX® version 8.0 or higher.

SETUP AND INSTALLATION

1. Start Windows® 95/98/Me.
2. Insert the *MONOPOLY TYCOON* CD-ROM game disc into your CD-ROM drive.
3. If auto-play is enabled, a title screen should appear. If auto-play is not enabled, double-click on the "My Computer" icon on your Win95/98/Me desktop. Next, double-click on your CD-ROM icon to install the game. If the install screen still does not appear at this point, locate the "setup.exe" file in the install folder of the *MONOPOLY TYCOON* game disc and double-click on it.
4. Follow the remainder of the on-screen instructions to finish installing the game.
5. Once installation is complete, double-click on the *MONOPOLY TYCOON* game icon (if you chose to install a shortcut on your desktop during installation) to start the game. You may also start the game by clicking on the Start button on your Win95/98/Me taskbar and choosing Programs/Infogrames Interactive/*MONOPOLY TYCOON/MONOPOLY TYCOON*.

Note: You must have the *MONOPOLY TYCOON* game disc in your CD-ROM drive to play.

Installation of DirectX®

The *MONOPOLY TYCOON* CD-ROM requires DirectX® 8.0 or higher in order to run. If you do not have DirectX® 8.0 or higher installed on your computer, click "Yes" when asked if you would like to install it.

THE README FILE

The *MONOPOLY TYCOON* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. To view this file, double-click on that file in the *MONOPOLY TYCOON* directory found on your hard drive (usually C:\Program Files\Infogrames Interactive*MONOPOLY TYCOON*). You can also view the ReadMe file by first clicking on the **Start** button on your Win95/98/Me taskbar, then on **Programs**, then on **Infogrames Interactive**, then on *MONOPOLY TYCOON*, and finally on the **ReadMe** file item. We strongly encourage you to take the time to read this file in order to get the benefit of changes made after this manual went to print.

BUILD THE EMPIRE OF YOUR DREAMS!

Build a business empire from Baltic Avenue to Boardwalk — one business at a time. The *MONOPOLY TYCOON* CD-ROM game features all the risk taking and deal making of the original MONOPOLY board game — and so much more!

Explore MONOPOLY CITY and get to know its inhabitants as you discover profitable business opportunities. Create businesses, attract the most customers and generate the cash you need. Compete for control of entire industries and city districts. With opportunities and pitfalls at every corner, it's up to you to out-maneuver up to five other would-be tycoons determined on bankrupting you. Don't stop until you own it all!

HOW TO BEGIN

When you first launch the *MONOPOLY TYCOON* CD-ROM game, a dialog box will appear offering the following choices:

Play MONOPOLY TYCOON – Click on this button to go to the Main Menu screen. (If you want to get right into the game, please see **Quick Start** on page 6.)

Configuration – Click on this button to open the Options Selector window where you can configure the following presentation aspects of the game for your computer:

Renderer API

This will default to the option that is most applicable to your hardware setup: **Direct 3D** if you have a suitable 3D card, or **Software** if you are running the game without the benefit of a 3D video card.

Options

Select 16-bit graphics if you are experiencing poor performance; select 32-bit graphics for smoother color definition.

From the two pull-down menus, select your video card and your choice of resolution and color depth. The higher the resolution, the crisper the image will be. However, on slower machines, this may cause the frame rate to drop.

Sound

This section shows the currently selected Sound Driver and whether or not 3D sound is selected. You can also choose to turn the music and sound on or off.

Done

Click on this button to return to the previous menu.

Uninstall MONOPOLY TYCOON

Click on this button to uninstall the *MONOPOLY TYCOON* CD-ROM game from your computer. Simply follow the on-screen prompts.

Exit

Click on this button to exit the game and return to your Windows® desktop.

TUTORIALS

You can access a variety of gameplay-related tutorials from the Main Menu. Simply click on the **Tutorials** button to gain access to the Tutorial List.

To view a tutorial, click on the desired tutorial name and then click the **OK** button.
Note: Clicking on the **Back** button will take you back to the Main Menu. To learn more about the different tutorials, see **Fact File 6: The Tutorials** on page 49.

QUICK START

When you first launch the game you will be taken to the **New Player Registration** screen where you must enter a name for your player profile. Your profile will be updated each time you play the game and, in effect, becomes your personal *MONOPOLY TYCOON* record. From the **Player Selection** screen you can select your profile, add new profiles or delete existing ones.

PLAYING THE GAME

After you have selected a player profile, the Main Menu screen appears. We strongly recommend that you view the *MONOPOLY TYCOON* Tutorials before playing the game for the first time. **Note:** The other Main Menu choices are described throughout this manual under their own sections.

STARTING A SINGLE-PLAYER GAME

From the Main Menu, click on the **Single Player** button to bring up the single player **Scenario Selection** screen. At first you will only have access to the first scenario. Like all scenarios, you can play the first scenario at one of three difficulty levels: Easy, Medium or Hard. We recommend that you select Easy for your first game.

Scenario Description

Click on the first scenario, called **Starting Out**, and then select a difficulty level. **Note:** The default is Easy. The information on the right side of the screen describes your objective for that scenario.

Winning Cups

Each of the difficulty levels has a trophy cup associated with it: Easy – Bronze Cup; Medium – Silver Cup; Hard – Gold Cup. When you complete a scenario as a winner, you will be awarded the difficulty level's relevant cup. The corresponding cup slot next to the scenario name will then be filled with your cup. This will become a permanent record of your success in that scenario.

Character Selection

Once you've selected a scenario, click on the **OK** button. This will take you to the **Character Selection** screen. Click on the left and right arrows beneath your player name to select the character you want to represent you during play. A general description of that character will appear in the **Your Character** window.

Note: There are no computer-controlled opponents for you to worry about in the Starting Out scenario. In later scenarios, however, computer-controlled opponents will fill some of the player slots. Click on their images to see their profiles.

Once you've selected your character, click on the **Start** button.

Winning the First Scenario

The first scenario was purposely designed to be fairly easy at all three difficulty levels. Your challenge is straightforward — make a target number of sales. The premise is fairly basic. If you build some stores, people will come to shop. When people shop, they spend money. You are free to build any of the available store types. When you've made the required number of sales, which can be anything from bread to furniture, you will have successfully completed the scenario.

Playing the Game

All it takes is a few clicks of the mouse to play the *MONOPOLY TYCOON* CD-ROM game! Don't worry if you find it a little daunting at first. Things will fall into place very quickly.

Feast your eyes on the playing field — MONOPOLY CITY. If you look closely, you'll see cars and people busying themselves in the streets below. This is the stage upon which you will strive to make your fortune!

Hints and Tips

As you play through the first five scenarios, a gameplay tip will occasionally appear on screen. These tips serve as prompts to help you move along in the game.

CONTROLLING THE ACTION

USING YOUR MOUSE

Single Left-click: Use to select an item — anything from a city block, to an individual business, to a menu option. Simply move the cursor over the relevant object and single-click with the left mouse button. **Note:** The cursor will change shape (pointer, block or building), depending on the object it is over.

Double Left-click: Use to carry out a particular action. For instance, double-clicking over a business will bring up its corresponding **Business Adjustment Panel** (described on page 12), while double-clicking over a block when in **City View** (described on page 13) will cause the camera to zoom in and focus on the selected block.

Right-click and Hold: Use to rotate around a block when in Block View (described on page 9). Left and right movement of the mouse, while the right button is held in a clicked state, will cause the view to rotate left or right, respectively.

Simultaneous Left- and Right-click and Hold: Click and hold both the left and right mouse buttons and then move the mouse to move the camera view left, right, forward or backward.

USING YOUR KEYBOARD

Other than the hot keys described on page 49 in **Fact File 5: Hot Key Support**, the keyboard works just like a standard keyboard. Use it to enter names and to chat over a Local Area Network (LAN) or the Internet. See **In-game Chat** on page 28.

A GUIDED TOUR OF THE GAME

THE MAIN GAMEPLAY SCREEN

This screen typically features a distant, angled 3D view of MONOPOLY CITY — a metropolis with a life all its own. During play, click on individual buildings, an entire city block, or even the people themselves. What you select determines what you will see next.

Note: You must hold down the Shift key to select a citizen.

BLOCK VIEW AND BUSINESS VIEW

There are two basic views that you can switch between during play: **Block View** and **Business View**. The game screen will change to match your selected view.

BLOCK VIEW
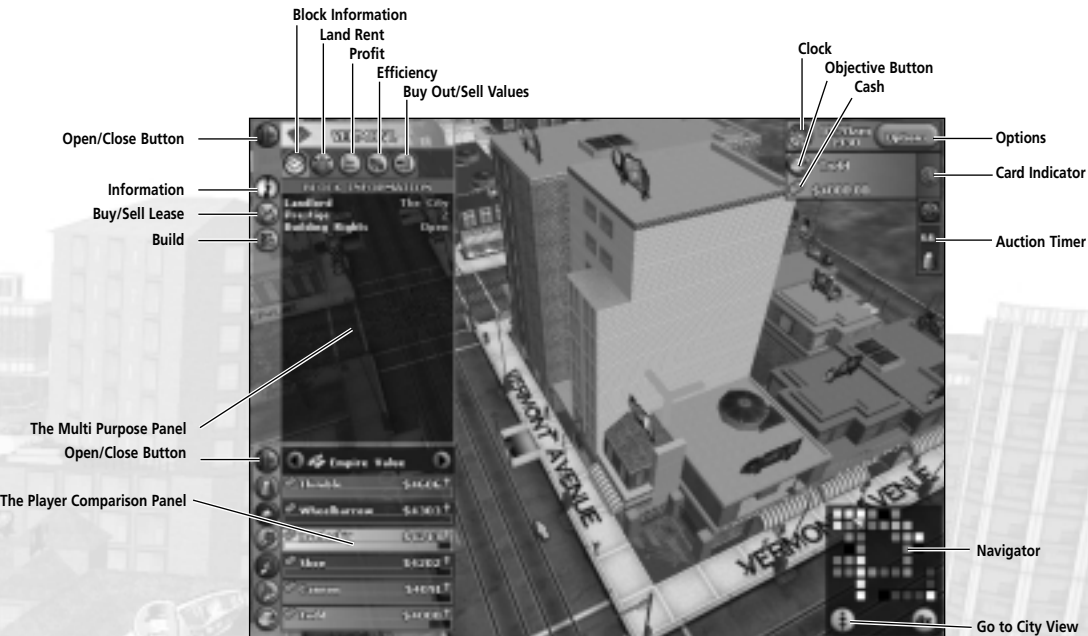
In Block View, accessed by clicking on a street name, the camera is positioned to show the scope of an entire city block. In Business View, accessed by clicking on a particular building, the camera zooms in to focus on the selected business. To rotate the selected view, hold down the right mouse button and move the mouse left, right, up or down.

BUSINESS VIEW

Business Information
Buy Out/Sell Information
Clock
Objective Button
Cash

Open/Close Button
Information
Business Adjustment
Buy/Sell
Refurbish
Demolish
The Multi Purpose Panel
Go to Block View
Open/Close Button
The Player Comparison Panel

Options
Card Indicator
Auction Timer
Navigator
Go to City View
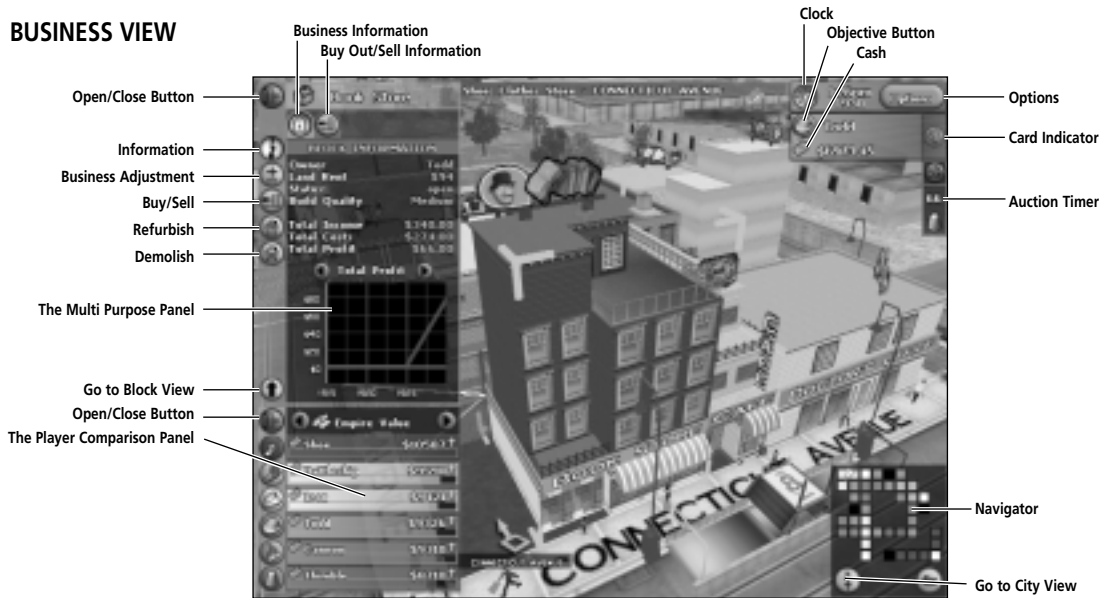
THE NAVIGATOR

The grid of small, colored squares in the bottom right corner of the screen serves as a mini-map to help you navigate around the city.

Each square, color-coded to the property colors from the original MONOPOLY board game, represents a city block. Click on a square to be taken to its corresponding location within the city. To see a "floor plan" of the entire city, click on the **Compass** button. This is known as the **City View**, which is described in detail on page 13.

Compass Button

THE OPTIONS PANEL

This panel (located at the top-right corner of the screen) shows the following information:
• Your name
• Your player icon
• Your current bank balance
• The current time and year
• Whether or not you have a Chance card
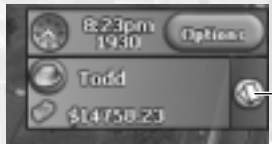
Card Button

Note: The **Card** button lights up when you have a Chance card. One card is given to each player every game day (approximately every 10 minutes). See **Fact File 4: The Chance Cards** on page 45.

Scenario Reminder

If you ever forget which scenario you are playing, click on your **player icon** to bring up the Scenario Reminder panel.

In-Game Options

Click on the **Options** button to access the In-Game Options screen described on page 25.

THE PLAYER COMPARISON PANEL

This panel, located in the bottom-left corner of the screen, shows a comparison of all the players. Click on the arrow buttons to scroll through the following comparison parameters:
• Cash
• Number of Businesses Owned
• Profit
• Empire Value
• Yesterday's 6 a.m. Costs
• Election Rosettes (when applicable)
• Number of Sales

Note: In each comparison parameter, players and amounts will be displayed in descending order, from highest to lowest.

THE MULTI-PURPOSE PANEL (MPP)

This panel, located in the upper-left corner of the screen, has many functions. In a nutshell, it serves as the Information/Command Center for every selectable object in MONOPOLY CITY, including entire city blocks and individual businesses.

As an example of the MPP's function and power, let's focus on one of the most important activities in the game — constructing a new business.

Constructing a New Business

This five-step sequence shows how the Multi-Purpose Panel is used to construct a Book Store

1   2   3   4   5

1. With the Pacific Avenue block selected, the MPP shows details of this particular city block. The last of the three buttons to the left of the panel is the **Build** button. **Note:** You must have a city block selected for this button to be available. Click on the **Build** button to start the construction process.

2. Next, choose between **Retail** and **Residential**. Basically, do you want to construct a retail business or an apartment? In this example, since you want to build a Book Store, simply click on **Retail**.

3. You are now presented with a complete list of retail store options. Since you know you want to build a Book Store, select it from the **Select a Business** list. **Note:** It is *usually* a good idea to group daytime stores together on one block, and nighttime stores on another. This, however, is only a general rule. Mixed blocks can be made to work.

4. You now need to determine the exact location of where you want to build the Book Store. Each type of store has a range of footprints or floor plans. Drag a dimensional base plate by clicking with the mouse and dragging. When the base plate changes from red to white, you know you have selected a legal base plate and position for that type of business. Simply let go of the mouse to make the selection.

5. Before finalizing your building, make any desired adjustments to the number of Floors, the Build Quality and the Build Style. **Note:** Adjustment of the number of Floors and Build Quality affects the cost of construction and the capacity of the store. Build Style adjustments do not affect the construction price of the building. These calculations are displayed at the bottom of the panel. When you're satisfied with all of your adjustments, click the **Accept** button to activate the Book Store's construction.

The new Book Store now sits proudly on the corner of Pacific Avenue. Click on the Book Store to select it. The green "bounding box" surrounding the building and the new information displayed within the MPP confirms your selection.

Adjusting the Prices and Stock Level

Having built a Book Store, you'll probably want to tinker with the price settings and stock ordering. Select the Book Store and then click on the **Business Adjustments** button (the orange button marked with a plus and minus sign to the left of the MPP). If you prefer, simply double-click on the Book Store itself. This, too, will bring up the **Business Adjustment Panel**, where you can tinker to your heart's content.

Here's a basic overview of how the Business Adjustment Panel works in relation to your new Book Store:

• Without consideration for the fixed overhead of the store, like rent and utility costs, the profit you will be making on each sale is the difference between the 'Cost Per Item' and the 'Selling Price.' In this example, you can see that the default markup for a Book Store represents an $6.90 profit per book. Not bad!

• You can control the number of books you stock each day by changing the number in the 'Stock I Want' column. Simply click on that column's plus or minus button. Your new Book Store is set to

order to its maximum capacity of 36. 'Stock I Have' is simply the number of books you have in store at the moment. In this example, it currently reads 29, which means you have already sold 7 of the 36 today!

• If you sell out you might want to consider raising the Selling Price a bit. If sales are slow, you might want to reduce it.

• Clicking on the **Apply** button will apply the changes you've made *without* closing the panel. Clicking on the **OK** button will also apply the changes, but will close the panel as well.

CITY VIEW — THE BIGGER PICTURE

Clicking on the **green compass** button (located just below the Navigator) takes you to the City View, where every block, building and citizen is quantified and qualified.

CITY VIEW
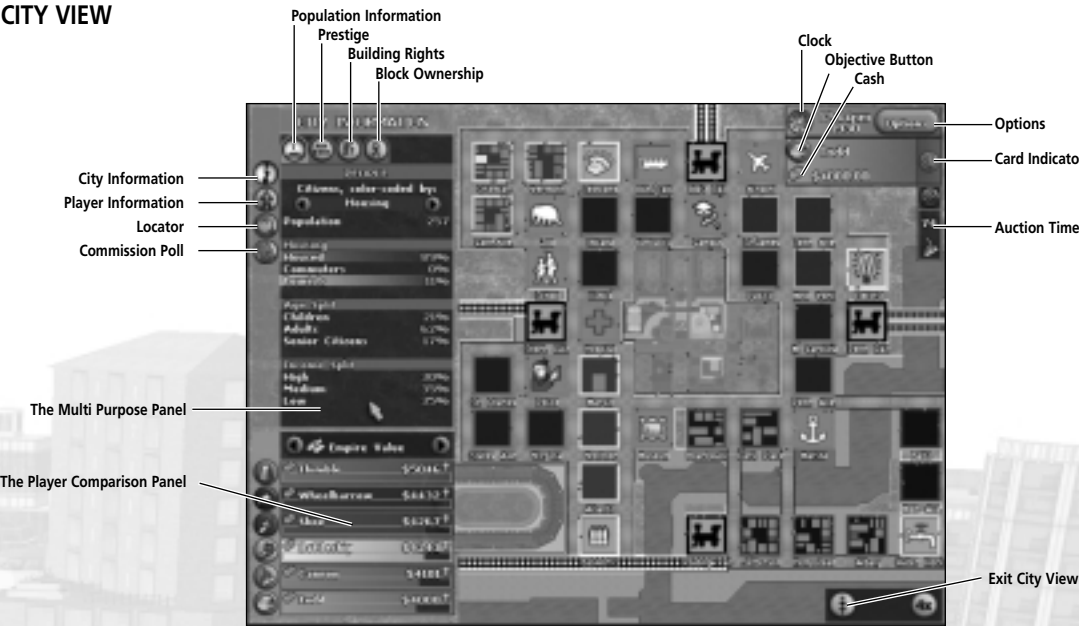
City View gives you access to a lot of useful data on the city itself, with the MPP providing access to most of this information.

For example, the information displayed on the screen shown above includes the current population of the city, the housing status of the people, the number of daily commuters, and even the number of tourists that visit the city each day.

In addition, there are details regarding such things as the age split of the city's population and the citizens' income levels. **Note:** Click on the small scroll arrows in the PEOPLE section of the MPP. The citizen markers on the map will become color coded to show the locations of the different types of people based on the selected parameter.

THE ORANGE BUTTONS

The orange buttons to the left of the MPP provide access to different categories of information about the city. Click on a button to activate it. Some of the more frequently appearing buttons are as follows:

City Information

This is home to a range of general information about the city, like the population breakdown described in the example above. This button works in tandem with the green **Information Central** buttons described below.

Player Information

This button shows you information about each of the players in the game and the state of their business empires.

Business & Commodity Finder

This button gives you access to the Business Finder and the Commodity Finder, which is quite useful when trying to locate your chief source of retail competition.

Consumer Polls

This button takes you to the consumer-polling panel. If a city block has one or more apartment blocks on it, it is worth carrying out a consumer poll to determine what it is that the people living on the block actually want to spend their money on. When you click on the **Poll** button, all apartments in the city pulse on the city map. If you click on one of the blocks containing an apartment, the MPP will display the commodities that the people living there actually need. Polling is instant and costs nothing. It is often beneficial to poll a number of neighboring blocks to get an overview of demand in the area.

THE GREEN BUTTONS (Information Central)

When in City View, the green buttons at the top of the MPP provide access to specific information. One of these buttons is always active. Selecting a different button will change the information displayed in the MPP. **Important!** The selection of green buttons changes to reflect the orange button that is also currently selected. **Note:** Holding your mouse cursor over a button will make its descriptive text box appear.

Leaving the City View

You can leave the City View in one of three ways:

• By clicking on the **green compass** button underneath the Navigator (which will return you to the block you were on before you accessed the City View).

• By double-clicking on any of the city blocks in the City View map of the city (which will zoom in on the selected block).

• By selecting businesses and blocks from listings in the MPP.

14   *Congratulations! You now know the basics!*

BEYOND THE BASICS...

When playing the **MONOPOLY TYCOON** CD-ROM game, your actions affect the lives of the MONOPOLY CITY citizens. Their satisfaction is the key to your success. During play, you will generate cash not only by purchasing blocks and receiving rent, but also by constructing businesses and apartments that serve the citizens. The money they spend buying goods in your stores will allow you to outbid your opponents for property at the city auctions, and to grow your empire by diversifying into other stores and services.

THE CITIZENS

The satisfaction of the citizens should be your most vital concern. Content citizens rent your apartments and shop at your stores, thereby generating your cash flow. Unhappy citizens, however, eventually leave for the suburbs. After all, they have "minds" of their own and will look elsewhere for their needs to be met. While you cannot directly *manipulate* the citizens, you can most certainly influence their decisions.

The game features five types of citizens:

| Child | Teenager | Adult | Retired Person | Tourist |

Each citizen fits into one of three salary bands: Low, Medium or High. The manner in which the citizens shop, and the things about your buildings and blocks that will attract them, differ according to their interests and income.

Low-income citizens look for the most competitive price overall, and may be deterred by a location on a high prestige block. They are also prepared to travel long distances for things they want or need. **Tip:** Drop your prices if you wish to attract them as customers.

Medium-income citizens value quality but still hunt for a bargain. They look for the highest prestige location featuring the commodities they want at reasonable prices. They are less inclined to travel long distances from their residence. **Tip:** Build decent quality buildings to help attract these people as your customers.

High-income citizens greatly value prestige and quality — and are willing to pay for it! They don't like to go too far to get what they need, but will travel if there are no supplies locally. **Tip:** Build on four- and five-star rated properties to help attract these people as customers.

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Children and teenagers generally look for sweets and entertainment. Teenagers also like music and videos in the later decades. Adults have the most varied shopping lists, looking for staples such as bread and dairy products, as well as furnishings and clothing. A retired person has similar, but abbreviated, demands.

Tourists come to the city looking for nighttime entertainment, such as theater, restaurants, and hotel accommodation. They are also interested in purchasing items like souvenirs from daytime stores.

As the decades change, the citizens will begin to appreciate technology and desire new products such as videos and computers. You will be challenged to continue to match their desires.

The following also influence each citizen's attraction to your store:
• The number of other shops located on the same block that supply complementary goods;
• The distance the citizen will need to travel to get to your store;
• The price of your commodities in relation to the citizen's income;
• The prestige of the neighborhood;
• The quality of the building.

The *MONOPOLY TYCOON* CD-ROM game is as much a real-time experience for the citizens of MONOPOLY CITY as it is for you. They are looking to satisfy their needs in the most time-effective manner possible. If you build stores and no one comes, you need to find out why. It could be anything from over-priced goods to a poor array of store types on the block. It could even be that you have the right store — but built it on the wrong location.

THE PASSAGE OF TIME

The *MONOPOLY TYCOON* CD-ROM game operates in a dynamic environment. As the game progresses, time marches on! Each day in MONOPOLY CITY consists of 24 hours, just like real life. However, 24 *game* hours pass in about 10 minutes of real time and equals 5 game years. What does this all mean in a nutshell? Basically, this:

1 day = 24 hours

24 *game* hours = 5 *game* years = 10 minutes *real* time

1 decade = 48 *game* hours = 2 *game* days = 20 minutes *real* time

With the passing of the decades, car models change and technology improves. In addition, the citizens will demand commodities that are introduced as a result of better technology, such as computers and videos. Make sure you keep up with the times!

THE AFFECT OF TIME...

You'll do well to keep track of each store's business hours. All stores fit into one of two groups — daytime or nighttime. Some businesses, like bakeries or grocery stores, are open during the daytime, while

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theaters and restaurants are open late in the evening. Daytime stores are open from 9 a.m. to 5 p.m., while nighttime stores open at 6 p.m. and close at midnight.

You need to keep in mind when rent is paid and collected, when utility bills are paid, and when goods are purchased to restock your stores. All of this financial settling takes place each day at 6 a.m. **Important!** A great deal of money will come out of your account every day as your empire starts to grow. Stay mindful of this fact. This is doubly important if you are currently in debt.

A DAY IN THE LIFE OF MONOPOLY CITY

Each day starts with the restocking of existing stores. The citizens will wake up and go about their daily routines. This invariably involves shopping in the city's stores, some of which you will likely own.

As the day gives way to night, the daytime stores will begin to close, and the nighttime entertainment centers will start opening their doors. These two phases of each day give you two opportunities to make money.

Important! Half of all the stock that remains unsold at the end of the day will spoil overnight. This results in more inventory needing to be reordered the next day, which costs you more money and reduces your profit. The moral? It's good to sell out each day!

In a Nutshell...

Money will flow out of your account at 6 a.m. every day when your stores get restocked. You pay and collect land rent, and each of your businesses pays for utility usage. Hopefully, money will flow into your account during the day as your stores sell their stock. In addition, you will spend money when you construct new businesses and when you purchase city blocks at the city auctions.

Beware! The Power of the Midnight Hour

At midnight, the bank checks the status of each player's finances. If you are in the black, the bank remains happy and content. However, if your account is in the red, the bank issues a 24-hour solvency warning. If, at the next midnight finance check, your account is still in the red, you will be ejected from the game and your assets will be surrendered to the city.

Note: Whenever you are on a 24-hour warning, the money symbol next to your name and cash will flash.

LEASING A CITY BLOCK

What could be better than owning a Book Store on Pacific Avenue? Well, how about owning the lease to the very land that store sits on! The great new is... you can! All of the famous properties from the MONOPOLY board game, along with some new areas near the city docks, and two more utility companies, can be bought at auction. If you own the lease on a property, you earn income from the rent charged to all businesses operating on that block.

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How to Start the Ball Rolling

Select a property and click on the **Buy/Sell Lease** button (a hand holding some paper money) to the left of the MPP. This will bring up a dialog box featuring a Lease Block button and a suggested opening bid.

Make an Opening Bid

Click on the **Lease Block** button to put the block up for auction with an opening bid registered in your name. Use the + and – buttons on either side of the Offer Price to change your bid.

Note: Only one city block can be auctioned at any one time. If you click on the Buy/Sell Lease button while another block is being auctioned, the MPP will show you a message informing you of that fact.

The 2-Minute Warning

When you instigate an auction, there is a 2-minute count down before the auction actually takes place. This gives all players the opportunity to check out the block in question. The number of seconds remaining is displayed under the Auctioneer's Gavel.

Click on the **Gavel** button to see additional information. You can also click anywhere else on the panel to go directly to the block itself. **Important!** No further construction can take place on a block that is being auctioned. Building can only resume after the auction concludes.

Bidding for Other Player's Blocks

You are not restricted to taking city-owned blocks to auction. You can propose a price for a block owned by an opponent. If the player accepts your offer it will result in the block going to auction in the usual way, with your accepted bid acting as the opening bid.

Benefits of Block Ownership

Becoming a landlord can be a very powerful strategy, since being one brings in regular income from your opponents!

Earning Land Rent from Businesses on Your Properties

Ownership of a city block provides you with rental income from the businesses located there. **Exception:** You are exempt from paying rent on the businesses you own. The amount of rent per business varies depending on the relative prestige of that block and size of the building.

The owner of a block has the added benefit of being permitted to enhance the prestige of the block by landscaping park spaces. Parkland makes the property that much more attractive to the citizens and could bring in more customers. The current landlord of a block owns all of the parkland established on the block, regardless of who actually built it.

Lease ownership of city blocks also permits the landlord to buy out a business from its current owner for a flat fee based on the value of the building and the length of the rental period under the current landlord.

Sole Building Rights

When you successfully place the winning bid at a city auction and become the new landlord to a property, the auctioned block has its building rights temporarily suspended. Only the new landlord can apply to reopen them, at which time, he/she gains 24 hours of exclusive building rights in his/her name. After the 24 hours are up, every player regains the right to build on the block. As you can imagine, timing is important with regard to the application to open building rights.

Gaining a Monopoly

If you hold a "monopoly" on a color group, you have the opportunity to take over any business on the block at a seriously reduced cost. You may also erect hotels on a property group once you have the monopoly on it. Hotels attract tourists to the city and, if you're the only player with hotels, can surely clean up financially! Once a hotel is built it remains in place even if you lose the monopoly that allowed you to build it in the first place.

The Utility Companies and The Railroads

There is also money to be made for the Leaseholder of one or more of the Utility companies, or one or more of the Railroad companies. See pages 23 - 25 for details.

The 25-Year Lease

When you successfully outbid your opponents at auction, you are actually buying a 25-year lease. Since five years pass with each game day, you will be landlord to this block for 5 game days, which takes approximately 50 minutes.

What Does This All Mean?

This means that the city remains in a state of flux and a status quo will never develop. This represents both good news and bad news for you. Good news because you will have an opportunity to break up an opponent's dominant position, bad news because your opponent will have exactly the same opportunities against you.

Gaining a monopoly in a particular color requires good timing. You don't want to see the lease on your first block expire just as you succeed in winning the lease on the last block in the monopoly. Similarly, if hotel construction was the driving force behind going for your monopoly, you need to ensure you have sufficient money on hand to build the hotel before the lease expires on the first block in the monopoly.

The remaining lease on a city block is displayed in the MPP as remaining hours when you have the block in question selected. For a citywide perspective, you can go to the City View and see the remaining leases for all of the blocks in the city.

Selling the Lease on a City Block

There may come a time when you need to consider selling a lease that you own. Select the block that you want to sell and then click on the **Buy/Sell Block** button (a hand holding some paper money) to

the left of the MPP. This will bring up a dialog box with a **Sell Block** button. When a block goes to auction in this manner, the city provides the opening bid. If no other player increases the bid at the auction, the sale will be made at the city's opening bid price. Ownership of the block will return to the city as soon as the auction is over.

AUCTIONS – A BIDDING FRENZY

All properties are bought and sold at auction. Unlike the MONOPOLY board game, there are no secret one-to-one trades allowed in the *MONOPOLY TYCOON* CD-ROM game. All players must make an appearance at each auction — there's no opting out.

Players, in turn, must choose to bid, pass or pull out.

Block Information

The Block Layout box shows all of the businesses that are currently operating on the block being auctioned. The Navigator highlights where exactly the block is located within the city.

To Bid

If you want to make a bid, click on one of the dollar amounts — $50, $100 or $500. The amount you select will be added to the current bid and that value will be registered in your name as the new highest bid.

To Pass

If you want to remain in the auction but do not want to increase the bid, click on the **Pass** button.

To Pull Out

To pull out of the bidding altogether, simply click on the **Pull Out** button.

The Auction Timer

Each time a new bid is registered, the Auction Timer resets and starts counting down to zero. If it reaches zero before the current player has made a bid or passed, the player will automatically be removed from the auction.

Winning the Auction

The player that holds the highest bid – once all of the other players have pulled out – successfully purchases a 25-year lease for that block.

Speed Bidding

If you want to speed things up, click the **Speed Bid** box. When activated, all bidding by computer-controlled players is carried out in quick time. Things slow down again when it's your turn to bid.

BOOSTING A BLOCK'S PRESTIGE

Each city block has a Prestige rating, which can be enhanced further by constructing landscaped parks. **Important!** You must be a landlord before you can build a park on a city block.

A block's prestige ranking can be accessed via the City View. Click on the orange **Information** button and then on the green **Prestige** button. You will then see the prestige rating of each block displayed as a number of stars (anywhere from one to five).

The Parkland Effect

Each block is built on a 7 X 7 grid, providing a total of 49 development units. For every 10 units developed into parkland, the block's prestige rating goes up by one star. Each individual unit, therefore, adds 10% towards the next star and has a cumulative effect on the citizens.

Note: Although the visible star rating stops at five stars, not all five-star properties have the same prestige in the eyes of the individual citizens.

BUILDING SUCCESSFUL SHOPPING CENTERS

Citizens are attracted to the city blocks that sell most of what they are looking to buy. Price, building quality and the prestige of the neighborhood also affect where a citizen chooses to shop. Grouping complementary shops together on one block increases your chance of being selected as a shopping destination.

DAY OR NIGHT?

Shops in MONOPOLY CITY fall into two broad categories: daytime stores and evening entertainment centers. Daytime stores open at 9 a.m. each day and close at 5 p.m., while nighttime stores open at 6 p.m. and close at 12 midnight.

Concentrating your construction efforts in one direction on any given block can help maximize your profits. See **Fact File 2: A Guide to Retail Businesses** on page 35 for more information on the different types of businesses.

COMPLEMENTARY BUSINESSES

Constructing and opening businesses that complement each other is a sure-fire way to capture your audience. Avoid unnecessary duplication of commodities, which is especially relevant when multi-commodity stores become available.

HEAD-TO-HEAD RETAIL WAR

Building a store to directly compete with an opponent's store can turn up the retail heat and help drive your competitor out of business. Other things to consider when in direct competition for shoppers is the quality of your buildings and, of course, the price you set for your merchandise.

RESTOCKING YOUR STORES

Each store that you operate requires goods to sell. Stores receive fresh stock in three different ways:

Restocking @ 6 a.m.

At 6 a.m. each day, all stores get restocked with the commodities that they sell.
Important! Keep in mind the potential cost attached to the restocking of all of your stores.

Restocking @ Construction Time

When a new store is constructed it will instantly be filled with stock, provided construction occurs after 6 a.m. and before the store's usual closing time. The store does not receive stock outside of these times. That is to prevent it from losing some of that stock due to overnight spoilage. The building costs for a given store therefore depends on the time of day the store gets built.

Restocking Per the Re-stock Chance Card

There is a card in the Chance deck that allows you to instantly restock a store of your choice. Used wisely this card can double the profits of one of your more successful stores.

Stock Losses Due to Spoilage

Overnight, all stores lose 50% of the stock that remained unsold from the previous day. All commodities suffer spoilage, whether they are perishable or not, so you need to make sure you do not lose too many units of the more expensive items, such as jewelry and antiques.

Refurbishing an Existing Store

You can refurbish a store into a different type of store selling different commodities. This can be done at any time by selecting the business and then clicking on the orange **Refurbish** button next to the MPP. You will then be presented with a list of suitable store types into which you can refurbish your current store. **Note:** Only store types that share the same footprint plan as the existing store will appear on the list. Clicking on one of the store types in the list presents you with a cost. If you are happy with the refurbishment cost, click on the Refurbish button located at the top of the list.

APARTMENTS

Apartments are not the money-spinners that retail outlets tend to be. Unless a large percentage of the population lives in other cities and commutes to and from MONOPOLY CITY, it will prove difficult to make serious profits from these buildings. However, when housing is in great demand and many citizens commute, prices can be hiked to increase your revenues and profit.

Caution: Raising rent causes existing tenants to re-evaluate their choice of housing.

CAPTIVE AUDIENCES

Citizens who live on one of your blocks are pre-disposed to shopping in nearby stores. In effect, they are a captive audience for any player that has a retail business near the citizens' apartment building.

When looking for a place to establish a new retail center, look to build near areas with higher population levels. Having a captive audience on your retail doorstep gives you a great foundation from which to grow.

AIM FOR THE SKIES

Apartments can be built taller than most buildings in the city. Since they are fairly expensive in terms of their land use, it might be a wise move to build upward as opposed to outward, thus preserving more real estate for other, more profitable ventures.

COMPETITIVE PRICING

You will need to determine whether you are looking to make a profit from your apartments, or if you see them more as a loss leader. If the price is too high or you are in the wrong neighborhood, your tenants will definitely look elsewhere to live.

UTILITY COMPANIES

There are four utility companies in MONOPOLY CITY: Water Works, Gas Works, Electric Company, and the Telecoms Company. Each utility company takes up an entire city block and can be purchased at auction in the same way as the other properties.

CUSTOMERS OF THE UTILITY COMPANIES

Every business in the city pays money each day for the utilities it uses. While this varies from business to business, the costs remain constant within a business for the duration of its operating life. It therefore stands to reason that the money the utility companies make will increase as the city itself grows.

The Electric Company

The businesses that use the most electricity per building unit are Amusement Arcades, Cinemas and Ballrooms.

The Gas Works

The businesses that use the most gas per building unit are Bakeries, Butchers, Cafés, Diners and Restaurants.

The Water Works

The businesses that use the most water per building unit are Fish Markets, Cafés, Diners, Fast Food Outlets and Restaurants.

The Telecoms Company

The businesses that use the most Telecoms per building unit are Department Stores, Restaurants, Doctor's Offices, Phone Shops and Travel Agencies.

MAKING MONEY FROM THE UTILITY COMPANIES

As owner of one utility company, you will receive 25% of its take every day. For instance, if you own Water Works, you will receive a quarter of all of the monies paid to the company by all of the businesses that use water in the city.

As the city grows, more businesses are built, causing more money to be paid to the utility companies. This results in 25% of an ever-bigger income for the owner of each utility.

If you own two of the utility companies you earn 50% of both companies' daily income. Owning three of the utility companies will result in you reaping 75% of the income from all three utilities. This exponential earnings growth is most significant when you own all four of the utilities — you get to pocket 100% of their income!

THE RAILROADS

There are four railroad companies in MONOPOLY CITY: Short Line, Reading, B. & O. and Pennsylvania. Like the city blocks, the railroads can also be bought at auction.

Owning the railroad companies can be very financially rewarding. Although the guaranteed income from railroads is much lower than that of the utility companies, they have the added potential for extra revenue from daily ticket sales.

CITIZEN USAGE OF THE RAILROADS

Citizens who cannot find accommodation in the city will commute to and from the city via one of the railroads. Tourists also use the railroads as a means of entry to the city.

There is a fairly even distribution of people using each of the four stations in the morning. Any one leaving the city by rail will choose the station nearest their current location. **Tip:** Consider developing a revenue-generating strategy around this fact.

RAILROAD INCOME

Railroads generate a flat $800 per day from freight services, plus extra monies generated from ticket sales. Every citizen or tourist that travels into the city will pay $5 to the relevant railroad. Similarly, anyone traveling out of the city at nighttime will also pay $5.

For example, the income of Reading Railroad might look like this on a rather busy day:

- Ticket sales from 50 passengers entering the city: **$250**
- Ticket sales from 42 passengers leaving the city: **$210**
- Revenue from the freight business: **$800**
- Total daily income for Reading Railroad: **$1,260**

YOUR SHARE OF THE INCOME

If you own one or more of the railroads, you will receive some or all of its revenue. The percentage varies according to the number of railroads you own.

If you own one station, you will receive 25% of the total income for the day from that particular railroad.

If you own two stations, you will earn 50% of the daily income from both stations, in effect quadrupling your earning potential from your railroad empire.

If you own three stations, you really begin to maximize your earnings. You will earn 75% of the daily revenue from all three stations.

If you own all four stations, you can plan early retirement! Owning all four railroads will earn you a full 100% of the daily revenue of all four stations.

IN-GAME EVENT MESSAGES

When any other player buys, sells or builds something, it triggers an event message that appears at the top of the screen. All messages get displayed, with new messages appearing below existing ones. Each message will stay on screen for a set period of time before it disappears. All remaining messages will then scroll up to take its place.

Note: Event Messages do not appear in City View.

IN-GAME OPTIONS

You can access the In-Game Options screen by either pressing the **ESC** key on your keyboard or clicking on the **Options** button in the top-right corner of the screen.

CONTINUE

Click here to return to the current game.

OPTIONS

Click here to change the Sound, Graphics and Gameplay selection settings.

Sound

Click on this button to adjust the in-game sound settings. Click on the OK button when done.

Graphics

Click on this button to adjust the in-game graphics settings. Click on the OK button when done.

Gameplay

Click on this button to adjust the different in-game controls. Click on the OK button when done.

SAVE GAME

You can save your game at any time by either pressing the **ESC** key on your keyboard or clicking on the **Options** button in the top-right corner of the screen. Doing either will pause the game and access the In-Game Options screen.

From the In-Game Options screen, click on the **Save Game** button to access the Save Game panel. From there, click on the **New** button to save the game under a new name, or click on a saved game name from the window on the left to over-write that previously saved game.

GRAPH INFORMATION

Click on this button to access the Statistics screen, which shows each player's performance over the course of the game in a graph. Key performance categories include Cash, Businesses Owned, Empire Wealth and Sales. Simply click on the small arrows to scroll through the different categories. **Note:** This information is also displayed after each game via the Post-Game Statistics screen.

QUIT

Click on this button to end the current game and return to the Main Menu.

LOADING A PREVIOUSLY SAVED GAME

To load a previously saved game, click on the **LOAD GAME** button at the Main Menu. Select the game you want to load from the list in the left window and then click on the **OK** button.

CREATING NEW PLAYER PROFILES

Different players can play the *MONOPOY TYCOON* CD-ROM game on the same computer by simply creating their own player profiles. Each player can play the game and record his/her own progress through the scenarios without affecting any other player's data.

How to Create a New Player Profile
• Go to the Main Menu.
• Click on the **Name** button (where the current player's name appears) and then click on the **New** button.
• Type in the name of the new player.
• Click on the **OK** button to select the newly created player's profile.

UNLOCKING MORE SCENARIOS

By winning a scenario (at any difficulty level), the next scenario becomes unlocked and available for play. The first five scenarios are relatively quick affairs and are designed to ease you into the game. After that, however, the trophies (Bronze, Silver or Gold cup) will become more difficult to win.

MULTI-PLAYER SUPPORT

Two or more players can compete over a Local Area Network (LAN) or the GameSpy network.

PLAYING OVER A LOCAL AREA NETWORK

To play over a LAN, each player must own the *MONOPOLY TYCOON* CD-ROM game, and the game disc must be in the player's CD drive.

Click on the **Multi-Player** button from the Main Menu to get started.

Hosting a LAN Game

Click on the **Host** button. This will take you to the Scenario Selection screen. Once you've selected your scenario and difficulty level, click the **OK** button. This will take you to the Character Selection screen.

Starting the Game

Your character appears in the player slot on the far left. You can change the character that you will play as by clicking on the left and right arrows beneath the character image.

As other players join your game they will appear in the slots to the right of your character. When you are happy with the number of players in your game, click on the **Start** button to begin the game.

Note: You can add A.I. players to your game by clicking on the padlock beneath an empty slot.

Joining a LAN Game

Click on the **Multi-Player** button from the Main Menu and wait for the game sessions to appear in the Session Window. Click on the game that you want to join and then click on the **Join** button. (The Join button will not become active until a valid game session is selected.) This will take you to the Character Selection screen where your character will be occupying one of the player slots. You will instantly recognize your character because it will be the only slot with left and right arrow buttons beneath the character image.

Click on these arrows to select the character you want to represent you during play. When you're happy with your selection, click on the green tick-box below the character image. This will indicate to the Host that you are happy with your character selection.

To chat while waiting for the game to start, simply type your message in the on-screen Chat Window. To send your message, press the **Enter** key.

The game will start when the Host clicks on the Start button.

In-game Chat

You can chat with other players in the game by clicking on the player tokens in the Player Comparison Panel. The Chat Window will open with the player's token in the "To:" section. Clicking on the other players' tokens in the PCP will add them to the recipient's list. Clicking on the tokens already in the list will remove them. Clicking on the **All** button will add tokens for all of your opponents to the list.

Simply type your message and it will appear in the Chat Window. Press the **Enter** key to send the message to the players in the "To:" list. **Note:** Click on the **Close** button without pressing the Enter key to cancel the message.

Chat Messages: Infogrames Interactive does not monitor, control, endorse, or accept responsibility for the content of chat messages transmitted through the use of this product. Use of the optional text message or any other Internet text- or voice-based "chat" feature is at your own risk. Users are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian before using the chat function and if you are concerned about any chat you receive.

PLAYING OVER THE GAMESPY NETWORK

Important! The *MONOPOLY TYCOON* CD-ROM game utilizes GameSpy Arcade.

Kids: Check with your parent or guardian before using the Internet.

The GameSpy Arcade is an independent gaming service run by GameSpy. Infogrames Interactive does not control, and disclaims any responsibility or liability for, the functioning and performance of the GameSpy Arcade and any content on or available through the GameSpy Arcade.

GAMESPY INSTALLATION

GameSpy allows you to play the *MONOPOLY TYCOON* CD-ROM game over the Internet by acting as a match-making service. The *MONOPOLY TYCOON* CD-ROM game install will prompt you to install the GameSpy Arcade program during its installation. We strongly suggest that you elect to install these files when prompted. If you choose not to install the GameSpy Arcade software you can do so at a later date by clicking on the Install GameSpy Arcade link located in the Start menu.

To install the GameSpy Arcade program, do the following:

- • Left-click on the Start icon.

- • Left-click on the Programs icon.

- • Left-click on the directory to which you installed the *MONOPOLY TYCOON* CD-ROM game.
  Note: The default is C:\Program Files\Infogrames Interactive*MONOPOLY TYCOON*. If you installed to a different or customized path you will need to select the customized path.

- • Left-click on the *MONOPOLY TYCOON* icon.

- • Left-click on the Install GameSpy Arcade icon.

- • Follow all GameSpy Arcade prompts.

LAUNCHING THE GAMESPY ARCADE APPLICATION

To launch the GameSpy Arcade application, do the following:

- • Left-click on the Start icon.

- • Left-click on the Programs icon.

- • Left-click on the GameSpy Arcade folder.

- Left-click on the GameSpy Arcade icon. (This appears as a graphic representation of a green spy within a green circle.)

  Note: If you have not run the GameSpy Arcade application before, you will be prompted to create a GameSpy Arcade account.

CREATING A GAMESPY ACCOUNT

In order to play the *MONOPOLY TYCOON* CD-ROM game on GameSpy Arcade, you need to create a GameSpy Arcade account. Here's how:

- Launch the GameSpy Arcade application.

- Enter your email address into the space provided on the 'Creating or Locating Account' screen, and then left-click on the NEXT button.

- If your email address is not registered with GameSpy Arcade, a pop-up window will appear asking you if you would like to create a new account. Left-click the YES button.

- You will then advance to the 'New Account, Enter Password' screen. Choose a password for GameSpy Arcade and enter that password into the Password and Verify Password text fields. Once this is done, left-click the NEXT button.

- You will then advance to the 'Nickname' screen. Enter in the name you wish to use during play and then left-click the NEXT button.

- You will then advance to the 'Connection Information' screen. Left-click on the carrot to the right of the information field and scroll to select your connection type. Once this is done, left-click the NEXT button.

- You will then be taken to the 'Where are You' screen. Left-click on the carrot to the right of the information field to select the country.

- Left-click in the 'ZIP/Postal Code' information field and enter in the information requested. Once this is done, left-click the NEXT button.

- You will then be taken to the 'Personal Info' screen. Enter the correct information in the requested information fields. When done, left-click the NEXT button.

- You will then be taken to the 'Other Info' screen. Enter any additioal information requested. When done, left-click the NEXT button.

- You will then be taken to the 'Quick Marketing Survey' screen. Enter any additional information requested. When done, left-click the NEXT button.

- You will then be taken to the 'Special Offers from Yesmail' screen. Enter any additional information requested. When done, left-click the NEXT button.

- You will then be taken to the 'End of Wizard' screen. Left-click on the LOGIN button.

- Once the LOGIN button has been selected, the GameSpy Arcade application should launch.

PLAYING THE MONOPOLY TYCOON CD-ROM GAME ON GAMESPY

Note: Do NOT have the MONOPOLY TYCOON CD-ROM game already running in the background. Doing so will generate the following error message: **"There is already an instance of this application running!"** If the error message is seen, close down all of the MONOPOLY TYCOON CD-ROM game applications before relaunching the GameSpy Arcade application.

To play the *MONOPOLY TYCOON* CD-ROM game on GameSpy, do the following:

- Launch the GameSpy Arcade application.

- Select the User Profile and enter in the password.

- Left-click on the CONNECT button.

- GameSpy Arcade should now load.

On the GameSpy Arcade screen, you will see a series of tabs on the left-hand side of the screen.

The second tab, called Games, should have the *MONOPOLY TYCOON* game icon below it.

Left-click on the *MONOPOLY TYCOON* game icon to advance to the *MONOPOLY TYCOON* lobby.

In the *MONOPOLY TYCOON* lobby, you can elect to create a game, join a game, refresh the game list, view game information or chat with anyone within the game lobby itself.

If the *MONOPOLY TYCOON* game is not listed under the tab labeled "Games," do the following:

- Launch the GameSpy Arcade application.

- Once the GameSpy Arcade application is running, and you are properly logged in, left-click on the GameSpy icon located on the tool bar (top left of the screen).

- Now left-click on the "Scan for Games" icon.

- The GameSpy application will then scan your hard drive for GameSpy supported software.

- The *MONOPOLY TYCOON* application should now appear under the tab labeled "Games."

CREATING A GAME

If you left-click on the "Create a Game" icon, you will be prompted to enter the following information:

Game (This should always be *MONOPOLY TYCOON*.)

Room Description (A brief description of the game that you are creating.)

Maximum Players (Denotes the maximum number of players that you wish to have in the game.) The maximum number of players for the *MONOPOLY TYCOON* game is 4.

Game Type (Empty Field)

Create Room (Creates a game that others can join and advances you to the Game Room.)

Cancel (Takes you back to the *MONOPOLY TYCOON* lobby.)

JOIN A GAME

If you find a game that you wish to join, select the icon that represents that game. The Join Game icon will now become active. Once you click on the Join Game icon, you will advance to the Game Room.

Note: You can also join a game by double left-clicking on the game in the *MONOPOLY TYCOON* lobby.

Refresh List

The Refresh List button will refresh the entire list of game servers.

GAME ROOM

In the Game Room, you will be presented with several icons and graphical representations.

Graphical Representation

On the right side of the screen, there will be graphical representation of the players that have joined your game as well as a small light that appears directly to the left of their name. If the light is red, they have not selected the Ready button. If the light is green, the player has selected the Ready button.

The Ready Button

At the top left of the screen, there is a small button labeled Ready. The Ready button indicates to the host player that the remote player is ready to begin the game. Once the player clicks on the Ready button, the light to the left of their name should turn from red to green.

The Launch Button

The Launch button is located to the right of the Ready Button. As soon as the Host player selects the Ready button, the Launch button becomes active.

Note: It is possible for the Host player to launch the game before the remote players have selected their Ready buttons and joined the game. The Host should make sure that all of the remote players' Ready lights are green before selecting the Launch button.

Leave Button

The Leave button allows the player to exit the Game Room and go back to the Game lobby.

LAUNCHING THE MONOPOLY TYCOON GAME FROM GAMESPY ARCADE

Once all of the players are ready to play a game, the Host can select the Launch icon. Selecting the Launch icon will minimize the GameSpy application and launch the *MONOPOLY TYCOON* application. This process may take upwards of 30 seconds. Once the *MONOPOLY TYCOON* application has been launched, follow the *MONOPOLY TYCOON* directions.

Note: As in all *MONOPOLY TYCOON* network games, the Host player is allowed to determine some of the variables of the game. This includes the goal, the first to "X" amount or the last man standing, and the starting cash balance. These can only be altered at the beginning of the game BEFORE the game is actually started.

HOW TO FIND YOUR IP ADDRESS USING WINDOWS® 95/98/ME

To find your IP address so that you can communicate it to other players, follow the steps detailed below:

1)   Connect to your ISP (Internet Service Provider). This MUST be done before continuing.
2)   Click on the START button on your Windows® 95/98/Me Task Bar, and then click on RUN.
3)   When the RUN window appears, type "winipcfg" (without quotes), and then click OK.
4)   The box labeled "IP Address" is your IP address for that session. **Note:** Your IP address may change each time you log on depending on your ISP.
5)   If you are hosting the game, you must communicate your current IP address to the other players wishing to join the game. You can do this via:

• **E-mail** – Use your e-mail program to send your IP address to other players, OR

• **Phone** – Call the other players and tell them your IP address via a second phone line, OR

• **Chat or Instant Message Programs** – Use programs such as ICQ or AOL Instant Messenger to send your IP address to the other players.

Note: For games that are playable on the MSN Gaming Zone (formerly called Microsoft's Internet Gaming Zone), IP address information is automatically exchanged between players via the Zone.

Helpful Web Site Addresses
ICQ – http://www.mirabilis.com
AOL Instant Messenger – http://www.aol.com/aim/

FACT FILE 1: ALL OF THE CITY BLOCKS

The *MONOPOLY TYCOON* CD-ROM game includes all of the classic properties, railroads, and utilities of the original MONOPOLY board game. In an enhancement to the original board game, and because MONOPOLY CITY houses and serves hundreds of citizens, the properties are arranged in a fixed landscape centered on a central park. The properties will always be in the same position, although the degree to which they are built up and inhabited will vary from game to game.

THE PROPERTY BLOCKS

All of the property blocks have a natural prestige associated with them and are ranked from one star up to five stars. The prestige of a block, in combination with other attributes, may attract or detract the citizens from your stores and apartments, depending upon the income of the citizen concerned. **Note:** The *MONOPOLY TYCOON* game includes three additional blocks — Jefferson Dock, Hempstead Dock, and Albany Dock. All of the blocks are grouped below according to ranking and property block color.

1-STAR RATED PROPERTIES

- Baltic Avenue
- Mediterranean Avenue
- Jefferson Dock
- Hempstead Dock
- Albany Dock

2-STAR RATED PROPERTIES

- Oriental Avenue
- Vermont Avenue
- Connecticut Avenue
- St. Charles Place
- States Avenue
- Virginia Avenue

3-STAR RATED PROPERTIES

- St. James Place
- Tennessee Avenue
- New York Avenue
- Kentucky Avenue
- Indiana Avenue
- Illinois Avenue

4-STAR RATED PROPERTIES

- Atlantic Avenue
- Ventnor Avenue
- Marvin Gardens
- Pacific Avenue
- North Carolina Avenue
- Pennsylvania Avenue

5-STAR RATED PROPERTIES

- Boardwalk
- Park Place

UTILITIES AND RAILROADS

Businesses in MONOPOLY CITY are served by these four utilities:
- Electric Company
- Water Works
- Gas Works
- Telecoms

Also featured are the same four railroads from the original MONOPOLY board game:
- Reading Railroad
- Pennsylvania Railroad
- B. & O. Railroad
- Short Line

In addition, these pre-existing structures also dot the skyline:
- Police Station
- Hospital
- Museum
- Marina
- Airport
- University Campus
- Bus Station
- Zoo

Note: These pre-existing structures cannot be purchased or built upon.

FACT FILE 2: A GUIDE TO RETAIL BUSINESSES

There are many different types of businesses that you can build and operate. Each business type is profiled on the next few pages by the following parameters:

Supplies – Describes the commodities that this type of business supplies.

Utility Costs – *Example:* Elec: 50¢   Telecoms: $1   Gas: 50¢   Water: 50¢
All businesses use some or all of the four utilities. This parameter shows how much it costs to supply the four utilities to the selected business. Using the rate example above, a building consisting of 4 units would spend $2 a day per utility for Electricity, Gas and Water, and $4 a day for Telecoms.

Business Hours – *Example:* Opens at 9 a.m. – Closes at 5 p.m.
This lets you know whether it is a daytime or nighttime store, and the store hours of operation.

Stock Capacity – *Example:* 4 per unit
This number simply represents the capacity per building unit of the selected store. For example, a

Bakery has a Stock Capacity of 4 per unit. Therefore, a Bakery that takes up 2 units has a total capacity of 8 loaves of bread.

Available Footprints
The footprint plans illustrate all of the possible building shapes and sizes for the selected business. Each footprint is valid in either a vertical or horizontal orientation. Each tiny square represents one building unit. **Note:** Each city block is 7 units wide by 7 units deep.

RETAIL STORES AVAILABLE FROM 1930 ONWARD

BAKERY

Stock Capacity:	4 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Bread	
Utility Cost Per Unit:	Elec: 50¢ Telecoms: 50¢ Gas: $2 Water: $1	

BOOK STORE

Stock Capacity:	3 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Books	
Utility Cost Per Unit:	Elec: $1 Telecoms:$1 Gas: 50¢ Water: 50¢	

BUTCHER SHOP

Stock Capacity:	3 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Meat	
Utility Cost Per Unit:	Elec: 50¢ Telecoms: 50¢ Gas: $2 Water: $1	

CAFE

Stock Capacity:	3 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Snacks	
Utility Cost Per Unit:	Elec: $1 Telecoms: 50¢ Gas: $3 Water: $2	

CLOTHES STORE

Stock Capacity:	3 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Clothing	
Utility Cost Per Unit:	Elec: $1 Telecoms: 50¢ Gas: $1 Water: 50¢	

DAIRY STORE

Stock Capacity:	4 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Dairy Produce	
Utility Cost Per Unit:	Elec: $1 Telecoms: 50¢ Gas: 50¢ Water: $1	

DINER

Stock Capacity:	3 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Snacks	
Utility Cost Per Unit:	Elec: $1 Telecoms: 50¢ Gas: $3 Water: $2	

DOCTOR´S OFFICE

Stock Capacity:	3 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Healthcare	
Utility Cost Per Unit:	Elec: 50¢ Telecoms: $2 Gas: 50¢ Water: $1	

ELECTRICAL STORE

Stock Capacity:	3 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Electrical Goods	
Utility Cost Per Unit:	Elec: $1 Telecoms: 50¢ Gas: 50¢ Water: 50¢	

FISH MARKET

Stock Capacity:	4 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Fish	
Utility Cost Per Unit:	Elec: $1 Telecoms: 50¢ Gas: 50¢ Water: $2	

FURNITURE STORE

Stock Capacity:	2 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Furniture	
Utility Cost Per Unit:	Elec: $1 Telecoms: 50¢ Gas: $1 Water: 50¢	

GROCERY STORE

Stock Capacity:	4 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Fruit and Vegetables	
Utility Cost Per Unit:	Elec: 50¢ Telecoms: 50¢ Gas: $1 Water: $1	

HARDWARE STORE

Stock Capacity:	3 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Tools & Hardware	
Utility Cost Per Unit:	Elec: 50¢ Telecoms: 50¢ Gas: 50¢ Water: 50¢	

JEWELRY STORE

Stock Capacity:	1.5 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Jewelry	
Utility Cost Per Unit:	Elec: 50¢ Telecoms: 50¢ Gas: 50¢ Water: 50¢	

NEWS STAND

Stock Capacity:	8 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Newspapers and Magazines	
Utility Cost Per Unit:	Elec: 50¢ Telecoms: 50¢ Gas: 50¢ Water: 50¢	

SOUVENIR SHOP

Stock Capacity:	5 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Souvenirs	
Utility Cost Per Unit:	Elec: 50¢ Telecoms: 50¢ Gas: 50¢ Water: 50¢	

TOY STORE

Stock Capacity:	3 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Toys	
Utility Cost Per Unit:	Elec: 50¢ Telecoms: 50¢ Gas: 50¢ Water: 50¢	

BALLROOM

Stock Capacity:	3 per unit	Available Footprints:
Business Hours:	Opens at 6 p.m. – Closes at Midnight	
Supplies:	Dancing	
Utility Cost Per Unit:	Elec: $2 Telecoms: 50¢ Gas: $1 Water: 50¢	

BAR

Stock Capacity:	4 per unit	Available Footprints:
Business Hours:	Opens at 6 p.m. – Closes at Midnight	
Supplies:	Drinks	
Utility Cost Per Unit:	Elec: $1 Telecoms: $1 Gas: 50¢ Water: $1	

CINEMA

Stock Capacity:	1.5 per unit	Available Footprints:
Business Hours:	Opens at 6 p.m. – Closes at Midnight	
Supplies:	Movies	
Utility Cost Per Unit:	Elec: $2 Telecoms: 50¢ Gas: $1 Water: 50¢	

RESTAURANT

Stock Capacity:	2.5 per unit	Available Footprints:
Business Hours:	Opens at 6 p.m. – Closes at Midnight	
Supplies:	Meals	
Utility Cost Per Unit:	Elec: 50¢ Telecoms: $2 Gas: $3 Water: $2	

THEATER

Stock Capacity:	2 per unit	Available Footprints:
Business Hours:	Opens at 6 p.m. – Closes at Midnight	
Supplies:	Performance	
Utility Cost Per Unit:	Elec: 50¢ Telecoms: $1 Gas: 50¢ Water: 50¢	

RETAIL STORES AVAILABLE FROM 1940 ONWARD

ANTIQUE STORE

Stock Capacity:	3 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Antiques	
Utility Cost Per Unit:	Elec: 50¢ Telecoms: $1 Gas: 50¢ Water: 50¢	

ICE CREAM PARLOR

Stock Capacity:	4 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Ice Cream	
Utility Cost Per Unit:	Elec: $1 Telecoms: 50¢ Gas: 50¢ Water: $1	

NIGHT CLUB

Stock Capacity:	2 per unit	Available Footprints:
Business Hours:	Opens at 6 p.m. – Closes at Midnight	
Supplies:	Dancing & Drinks	
Utility Cost Per Unit:	Elec: $1 Telecoms: 50¢ Gas: 50¢ Water: 50¢	

POOL HALL

Stock Capacity:	3 per unit	Available Footprints:
Business Hours:	Opens at 6 p.m. – Closes at Midnight	
Supplies:	Gaming	
Utility Cost Per Unit:	Elec: 50¢ Telecoms: 50¢ Gas: 50¢ Water: 50¢	

RETAIL STORES AVAILABLE FROM 1950 ONWARD

SPORTS STORE

Stock Capacity:	3 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Recreational Goods	
Utility Cost Per Unit:	Elec: 50¢ Telecoms: 50¢ Gas: 50¢ Water: 50¢	

MUSIC STORE

Stock Capacity:	3 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Music Tapes	
Utility Cost Per Unit:	Elec: 50¢ Telecoms: 50¢ Gas: 50¢ Water: 50¢	

DELICATESSEN

Stock Capacity:	3 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Meat, Fish & Dairy Produce	
Utility Cost Per Unit:	Elec: $1 Telecoms: 50¢ Gas: 50¢ Water: $1	

FAST FOOD OUTLET

Stock Capacity:	5 per unit	Available Footprints:
Business Hours:	Opens at 6 p.m. – Closes at Midnight	
Supplies:	Fast Food	
Utility Cost Per Unit:	Elec: $1 Telecoms: 50¢ Gas: $1 Water: $2	

RETAIL STORES AVAILABLE FROM 1960 ONWARD

TRAVEL AGENCY

Stock Capacity:	2 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Vacations	
Utility Cost Per Unit:	Elec: 50¢ Telecoms: $3 Gas: 50¢ Water: 50¢	

GENERAL STORE

Stock Capacity:	4 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Fruit & Veg, Dairy Produce, News & Mags & Bread	
Utility Cost Per Unit:	Elec: $1 Telecoms: 50¢ Gas: $1 Water: 50¢	

PHARMACY

Stock Capacity:	3 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Healthcare	
Utility Cost Per Unit:	Elec: 50¢ Telecoms: 50¢ Gas: 50¢ Water: $1	

BOWLING ALLEY

Stock Capacity:	3 per unit	Available Footprints:
Business Hours:	Opens at 6 p.m. – Closes at Midnight	
Supplies:	Gaming & Fast Food	
Utility Cost Per Unit:	Elec: $1 Telecoms: $1 Gas: $1 Water: 50¢	

RETAIL STORES AVAILABLE FROM 1970 ONWARD

AMUSEMENT ARCADE

Stock Capacity:	8 per unit	Available Footprints:
Business Hours:	Opens at 6 p.m. – Closes at Midnight	
Supplies:	Gaming	
Utility Cost Per Unit:	Elec: $2 Telecoms: 50¢ Gas: 50¢ Water: 50¢	

DEPARTMENT STORE

Stock Capacity:	1.5 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Clothing, Books, Jewelry, Electrical Goods, Furniture & Toys	
Utility Cost Per Unit:	Elec: 50¢ Telecoms: $2 Gas: $1 Water: 50¢	

HEALTH CLUB

Stock Capacity:	2 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Healthcare & Recreational Goods	
Utility Cost Per Unit:	Elec: 50¢ Telecoms: $1 Gas: 50¢ Water: $1	

VIDEO STORE

Stock Capacity:	3 per unit	Available Footprints:
Business Hours:	Opens at 6 p.m. – Closes at Midnight	
Supplies:	Videos	
Utility Cost Per Unit:	Elec: 50¢ Telecoms: $1 Gas: 50¢ Water: 50¢	

RETAIL STORES AVAILABLE FROM 1980 ONWARD

COMPUTER STORE

Stock Capacity:	3 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Computers	
Utility Cost Per Unit:	Elec: $1 Telecoms: $1 Gas: 50¢ Water: 50¢	

PHONE SHOP

Stock Capacity:	3 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Phones	
Utility Cost Per Unit:	Elec: 50¢ Telecoms: $3 Gas: 50¢ Water: 50¢	

SUPERMARKET

Stock Capacity:	4 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Meat, Fish, Fruit and Vegetables, Dairy, Produce, Bread and Clothing	
Utility Cost Per Unit:	Elec: 50¢ Telecoms: $1 Gas: $1 Water: 50¢	

ELECTRICAL SUPERSTORE

Stock Capacity:	2 per unit	Available Footprints:
Business Hours:	Opens at 9 a.m. – Closes at 5 p.m.	
Supplies:	Videos, Music Tapes, Elec. Goods, Toys	
Utility Cost Per Unit:	Elec: $1 Telecoms: 50¢ Gas: 50¢ Water: 50¢	

FACT FILE 3: GAME OBJECTIVES

The *MONOPOLY TYCOON* CD-ROM game features different scenarios, with each shaped around a particular game objective. The different scenario objectives are described below:

Sales Target

The first player to make the prescribed "Number of Sales" wins the scenario. **Note:** There is no resetting of the total sales number at the turn of each new day.

Empire Value

These scenarios challenge players to be the first to attain an Empire Value of "X," meaning players need to focus on things other than making money!

Voting for Mayor

These scenarios result in the victor becoming Mayor of MONOPOLY CITY. Each citizen votes each day for the player he/she feels has most enhanced his/her life. The player that gets the *most* votes wins an electoral Rosette. The first player to collect the target number of Rosettes is elected Mayor.
Note: Voting begins on the third day and takes place at 6:00 p.m.

Last Man Standing

These scenarios incorporate the same voting system as that of the Voting for Mayor scenarios with one exception — the citizens are not voting in a new Mayor. Instead, the player that secures the *least* number of votes in any given day is voted out of MONOPOLY CITY. The last remaining player wins the scenario.

First to a Daily Profit

These scenarios challenge each player to create a business empire that achieves the target profit levels in any one day. The first player to do so wins the scenario.

FACT FILE 4: THE CHANCE CARDS

Chance cards add an element of uncertainty, surprise and luck to the game. Like those found in the original MONOPOLY board game, the Chance cards in the *MONOPOLY TYCOON* CD-ROM game feature both good and bad fortune. Every time you turn over a card, consider yourself playing with Lady Luck.

You are dealt a Chance card once per game day. The card icon in the top-right corner of the screen will flash when a card is available. **Note:** You do not have to take the card if you don't want to. Once a card is taken, the game day timer resets.

There are a total of seventy-five Chance cards. Sixty-four of these cards must be used instantly, while the other eleven can be kept and used at your discretion.

Certain Chance cards require that a suitable target be selected before the card can be used. Suitable targets are usually businesses and blocks. If you are holding a card that targets a store in a bad way, select an opponent's store as your target. If the card button changes to show red crosshairs over it, this signifies that the selected store is a suitable target. Click on the crosshair button to use the card on the selected target.

Each of the Chance cards is profiled below.

Card 1	Life Insurance Matures Collect $200
Card 2	Income Tax Refund Collect $400
Card 3	Receive For Services $500
Card 4	Bank Error in Your Favor Collect $400
Card 5	You Have Won Second Prize In a Beauty Contest Collect $200
Card 6	You Inherit $200
Card 7	Christmas Fund Matures Collect $200
Card 8	Annuity Matures Collect $400
Card 9	Receive Interest on Preference Shares $250
Card 10	Pay School Tax of $300
Card 11	Pay Hospital $200
Card 12	Doctor's Fee Pay $300
Card 13	Pay Your Insurance Premium $500
Card 14	Pay for City Services $200
Card 15	Pay a $200 fine for being in the wrong place at the wrong time
Card 16	Collect $80 From Every Player for organizing Special Event at City Hall.
Card 17	It is Your Birthday Collect $200 From Each Player
Card 18	Pay Property Tax on your business empire: $20 each business. (Max $400)
Card 19	Cash Boost: If you have the least cash of all players, receive $400 in city aid.
Card 20	Help the Poor: If you have the most cash of all players, give $400 to the player that has the least.
Card 21	Serving the City: Receive $5 bonus for each citizen housed in your apartments.
Card 22	Safety Checks: Pay $100 for each Railroad Station you own.
Card 23	City Inspection: Pay $100 for each Utility you own.
Card 24	Drought Warning: Pay $10 water tax for each unit of park land you own (Max $400) – Money goes to the owner of the Water Works.
Card 25	Rewiring: Pay $6 for each business (Max $400) you own – money goes to the owner of the Electric Company.
Card 26	New Gas Pipes: Pay $6 for each business (Max $400) you own – money goes to the owner of the Gas Works.
Card 27	Upgrade Phone Lines: Pay $6 for each business (Max $400) you own – money goes to the owner of the Telecoms company.

Card 28	If you are the owner of the Water Works, compensate customers for water contamination: No charge for Water tomorrow.
Card 29	If you are the owner of the Electric Company, compensate customers for brownouts: No charge for Electricity tomorrow.
Card 30	If you are the owner of the Gas Works, compensate customers for gas leaks: No charge for Gas tomorrow.
Card 31	If you are the owner of the Telecoms Company, compensate customers for dropped lines: No charge for Telecoms tomorrow.
Card 32	Beautiful City: You are awarded $10 per unit of park land that you own for beautifying the city (Max $400).
Card 33	Your Building Loan Matures Collect $300
Card 34	Bank Pays You a Dividend of $800
Card 35	You Have Won A Crossword Competition Collect $200
Card 36	You Win the City Lottery Collect $400
Card 37	Somehow, you have won 1st prize in a beauty contest: Collect $800
Card 38	The City awards you a $500 bonus for services rendered.
Card 39	Parking Fine $100
Card 40	Pay Road Maintenance $300
Card 41	Pay a $200 fine for being in the wrong place at the wrong time.
Card 42	Pay Police & Fire Services $200
Card 43	You Have Been Elected Chairman of the Board: Pay Each Player $250
Card 44	Share Your Wealth: Pay $200 to Each Player
Card 45	Pay Surveyor's fees on properties owned: $50 each property.
Card 46	Cash Boost: If you have the least cash of all players, receive $1000 in city aid.
Card 47	Help the Poor: If you have the most cash of all players, give $750 to the player that has the least.
Card 48	Serving the City: Receive $4 bonus for each citizen housed in your apartments.
Card 49	Safety Checks: Pay $200 for each Railroad Station you own.
Card 50	City Inspection: Pay $500 for each Utility you own.
Card 51	Drought Warning: Pay $20 water tax for each unit of parkland you own – money goes to the owner of the Water Works.
Card 52	Rewiring: Pay $10 for each business you own – money goes to the owner of the Electric Company.
Card 53	New Gas Pipes: Pay $10 for each business you own – money goes to the owner of the Gas Works.
Card 54	Upgrade Phone Lines: Pay $10 for each business you own – money goes to the owner of the Telecoms company.
Card 55	If you are the owner of the Water Works, compensate customers for water contamination: Refund to each player $10 for each of their businesses that use Water.

Card 56	If you are the owner of the Electric Company, compensate customers for brownouts: Refund to each player $10 for each of their businesses that use Electricity.
Card 57	If you are the owner of the Gas Works, compensate customers for gas leaks: Refund to each player $10 for each of their businesses that use Gas.
Card 58	If you are the owner of the Telecoms Company, compensate customers for dropped lines: Refund to each player $10 for each of their businesses that use Telecoms.
Card 59	Beautiful City: You are awarded $20 per unit of park land that you own for beautifying the city.
Card 60	Make General Repairs: Pay $20 for every Medium Quality building you own.
Card 61	Make General Repairs: Pay $30 for every Low Quality building you own.
Card 62	Make General Repairs: Pay $40 for every Low Quality building you own.
Card 63	Half Price Stock Purchase: 50% off your next restocking in all stores.
Card 64	Stock Shortage: Next time your stores get restocked they will only receive 50% of the stocks ordered.
Card 65	Store Strike: Select an opponent's store – Forces the store to close for the remainder of the day.
Card 66	Shopping Center Publicity: Select a city block – Triggers a one day advertising campaign for the chosen city block.
Card 67	Store Publicity: Select one of your stores to promote – will increase its appeal to each citizen that is interested in the goods sold.
Card 68	Price Adjuster: Select an opponent's store. You can secretly adjust the price of one commodity, up or down.
Card 69	Special Re-Stock: Select one of your businesses for a one-off stock reordering. The store will be instantly restocked at no cost.
Card 70	Stock Write-Off: Select an opponent's store. All remaining stock in that store is instantly written off.
Card 71	Inflated Prices: Select an opponent's block – Affects every citizen's perception of commodity prices on the affected block. Effects expire at end of current day.
Card 72	Bad Publicity: Select an opponent's block – Removes every citizen's awareness of the selected block. Effects expire at end of current day.
Card 73	Early Lease Expiry: Select a block you own – forces the lease agreements that are currently in place to expire.
Card 74	Hostile Takeover: Select an opponent's store that you wish to buy out. You will pay a sum to the current owner equal to the current business value of the store.
Card 75	Force a Block to Auction: Select an opponent's block, which will be forced to auction. The City will provide the opening bid (50% of Block value).

FACT FILE 5: HOT KEY SUPPORT

Once you are familiar with the game, you can speed the game along by utilizing these shortcut hot keys to perform the corresponding action:

KEY	ACTION
ALT / F4	Quit game and return to your Windows® desktop
ALT / TAB	Change window focus
TAB	Toggle between 3D view and City View
ESC	Toggle between game and In-Game Options menu
F1	Pause/unpause game
P	Pause/unpause game
Left Shift / Q (Hold)	Accelerate time
G	Cycle around all people in the city
NUMPAD –	Decrease field of view
NUMPAD +	Increase field of view
ALT / F	Activate free camera mode
, (comma)	Pull camera back
. (period)	Push camera forward
RETURN	Accept a prompt panel
BACKSPACE	Reject a prompt panel
HOME	Move to selected building's parent block

FACT FILE 6: THE TUTORIALS

Each tutorial introduces you to a new aspect of the game. Watch them in order as they appear on the Tutorial List, or reference them when you want to learn more about a particular topic. The following list gives a brief overview of each tutorial:

Tutorial 1 – Introduction to Panels

Learn about the various panels around the screen, and what they do.

Tutorial 2 – The Three Views

Learn about the City View, Block View and Business View, and how to use them.

Tutorial 3 – City View

Find out what you can do in City View, including Consumer Polling and Player Stats.

Tutorial 4 – Block View

Discover everything you need to know about Block View and what information and actions are available to you.

Tutorial 5 – Building

Find out how to create new buildings and what effect each of the settings will have.

Tutorial 6 – Business View

Find out what information and actions are available when you have a building selected.

Tutorial 7 – A Day in MONOPOLY CITY

Learn about the various actions that happen at set times in each day and how they will affect your cash levels and decisions.

Tutorial 8 – Creating a Shopping Center

Discover the benefits of grouping complementary businesses together on the same city block.

Tutorial 9 – Going to Auction

Learn all there is to know about the city auctions.

Tutorial 10 – Utilities

Discover the benefits of owning one or more of the utilities.

Tutorial 11 – The Railroads

Find out how beneficial owning one or more of the railroads can be.

Tutorial 12 – Getting a Monopoly

Discover the great benefits of leasing all of the blocks in one district to form a "monopoly."

INFOGRAMES WEB SITES

The **MONOPOLY TYCOON** CD-ROM game has an exciting, full and active web site dedicated to ensure you get the most out of your new game. You can visit us at:

http://www.monopolytycoon.com

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Epilepsy Warning

⚠ WARNING

READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE THIS SOFTWARE

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you or anyone in your family has an epileptic condition or has experienced symptoms like an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using this Software.

We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, **DISCONTINUE USE IMMEDIATELY** and consult your physician.

FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10- to 15-minute break every hour while playing.

Repetitive Strain Statement

⚠ CAUTION

Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10- to 15-minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

Motion Sickness Statement

⚠ CAUTION

This Software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.

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BACK COVER